

Waking the Dead



An adventure
seed for use with

CONTAGION

Waking the Dead



Disclaimer: This book is a work of fiction!

If you are too incompetent to figure that out, you should seek professional help immediately. Our apologies to the vast majority of people to whom this message does not apply.

CREDITS

CONTAGION DEVELOPED BY:

Travis Legge

WAKING THE DEAD WRITTEN BY:

Travis Legge

EDITED BY:

Darius McCaskey

ART DIRECTION BY:

Travis Legge

COVER ILLUSTRATIONS BY:

Travis Legge

LAYOUT & TYPESETTING BY:

Darius McCaskey

INTERIOR ART BY:

Travis Legge

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The citizens of Kings and Flora, both in Illinois, and Wisconsin Dells, WI. You know we love you!

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Waking the Dead is an intermediate adventure for the Contagion Revised Edition Role Playing Game. The world of **Contagion** is a dark and terrifying place. On the surface it is no different than the world you and I live in. Most people go on about their lives never realizing the terrors that walk among them.

Despite humanity's vast ignorance, the horrors are there. Monsters stalk the night, hunting from the shadows and feeding from the human herd. Some people seek forbidden lore in an attempt to gain power and control over these horrible creatures. Such endeavors often end badly.

Waking the Dead is a glimpse of power-hungry madness in the **Contagion** setting. In this adventure, a small rural community pays the price for one woman's careless lust for power. The opposition in *Waking the Dead* is sufficient that this adventure seed should be run with characters and players who are at least somewhat familiar with the **Contagion** setting. While veteran players and characters will find very little challenge in *Waking the Dead*, the opposition is a bit much for beginners. Characters should enter this adventure knowing just enough to be slightly dangerous to their enemies and very dangerous to themselves.

Waking the Dead is designed for 4-6 players of 4th to 7th level. People familiar with other role playing games will find something unusual in the design concept of *Waking the Dead*. Rather than being a linear module with events that go from point A to point B, this adventure offers a story seed. Basic events are illustrated, along with character snapshots. The ending is left open and ambiguous, for the Gamemaster to decide.

WAKING THE DEAD

Premise

For twenty years, the residents of Kings, Illinois have avoided the run down, two story house at 313 Second Street. Local rumor has it that the abandoned house was once home to a coven of Satan worshippers. According to legend, four evil women once lived in the house, performing dark rituals and fornicating with demons. One Halloween, during a black ritual, the local residents allegedly saw green lights glowing from the windows of the house and heard women screaming. The next day the house was abandoned and boarded up. The witches were never seen or heard from again, and the house has remained unmolested for two decades...until now.

Behind the Scenes

As is often the case, the legend of the "Witch House" is partially true. A coven of witches did indeed live at 313 Second Street two decades ago. The coven was comprised

of four practicing Pagans who had selected the rural community for its isolation and relative peace. Seeking to avoid the dangers of the city, the coven moved to Kings. For about a year everything went well for the Pagans. The coven was able to worship freely with little concern for encounters with other supernatural beings. The townsfolk were suspicious of the "witches" but for the most part the women were left to their own devices.

Things took a turn for the worse when the coven's youngest member sought out lore on the necromantic arts. Hiding her studies from her own coven, Sara Whitaker slowly began to master the arts of necromancy.

As she learned more about the magics of the dead, Sara began to take short sabbaticals into Chicago. It was there that she met an accomplished Magus of the Council of Tears (see **Virulence**) who offered to instruct the apt pupil. Within a few short months Sara underwent rites of initiation into the Council.

As Sara's knowledge of necromancy increased, she grew cold and distant. Her sisters in the coven began to notice many changes in Sara, and before long, they came to fear their wayward coven mate. The night before Samhain, Sara's coven snuck away to devise a plan to confront Sara. Unfortunately for the coven, Sara had become quite paranoid by this time. Suspecting that the others were conspiring against her, Sara sent a ghost to spy on her sisters. When she learned that her coven planned to confront her, Sara went about making grisly preparations to beat her coven to the punch.

Collecting twenty corpses from a nearby cemetery, Sara worked a dark ritual to create a small army. Aided by a rare spell that she had been taught by her mentor, Sara was able to create unusually puissant zombies. When the coven confronted Sara on Halloween, she unleashed the walking dead in an attempt to destroy her sisters.

Upon seeing the undead army, Sara's coven knew that there was little hope of victory. Using potent magics, they sealed themselves in the house with Sara and the zombies, dooming themselves to certain death, but saving the small town that feared and misunderstood them.

Now, twenty years later, the "Witch House" has become a local legend. The people of Kings avoid the run-down, boarded up house. Local children dare each other to run up and knock on the door, but for twenty years none had been foolish enough to try to enter.

Unfortunately for the people of Kings, two decades of relative quiet is about to come to a horrifying end. A pair of teenagers has broken into the "Witch House" to pursue carnal activities. Their quest for a private make-out spot has led them to inadvertently wake the dead and unleash

evil on the small town of Kings.

Objectives

Save the citizens of Kings. Contain the zombie threat.
Reseal the wards on the house or destroy Sara Whitaker.

Setting

Kings, Illinois is a very small rural community located 8 miles from Rochelle, Illinois. Four major streets run north to south in Kings (numbered 1st through 4th). Running east to west are Linn Street (also Highway 64, the main road into or out of town), High Street, Cherry Street, Romero Drive, Main Street and Lincoln Avenue. Washington Street, only a block long, runs north to south, connecting Main Street and Lincoln Avenue.

When approaching Kings from Highway 64, an incoming traveler sees open fields to the north and south. A sign indicating “Kings Population 215” indicates arrival in this sleepy hamlet. Past the sign there are a few houses on either side of Linn Street. On the corner of 1st Street and Linn is an abandoned auto shop, its doors long closed and its broken windows boarded over. On the corner of Linn and 3rd there is a small chapel to the north, and a roadhouse with a sign that reads only “Bar and Grill” to the south. Past 4th Street is another eight miles of farmland leading to the nearby city of Rochelle.

Going down any of the streets in Kings leads to several residential homes. The houses in Kings tend to be older construction and in moderate states of disrepair. There are trees or shrubs in many of the lawns. Households with children tend toward sandboxes and tree swings. A few homes have vehicles or farm equipment in varying states of disrepair sitting in the lawn.

A set of railroad tracks runs through town, parallel to 3rd Street and intersecting with Linn, High, and Main Streets. At the corner of 3rd and Main is a grain storage facility. Most times of the day train cars sit next to the facility waiting to be filled and sent off. During summer and autumn, the train only leaves Kings three times a week, on Monday, Wednesday, and Friday at 6:15 AM. The train returns eight hours later to await another filling. In spring and winter, the train cars sit empty next to the seasonal facility.

On the corner of 2nd Street and Cherry sits the “Witch House”. The gray, run down two-story home has been obviously abandoned for some time. The windows are all boarded over and mischievous teens have vandalized the weather worn exterior walls with spray paint. The porch is rotten and looks structurally unsafe. The lawn of the home grows wildly and sporadically, a mixture of untended grass and weeds.

The inside of the home is a mess. The furniture is worn and torn, the walls are cracked and faded, and the contents of the shelves and cupboards have long since been scattered across the floor. Thick dust has accumulated on every surface. The floor creaks constantly and the hinges on every door are rusted. Only the kitchen has marginally avoided this fate, and anyone who enters it may easily discern that the area has been used recently (Intelligence check DC 10). This is where Sara concocts her potions and spells.

The basement of the “Witch House” is Sara’s sanctuary. The old witch keeps her books and supplies in the darkened cellar. She has also warded the area against undead intruders, giving her some reprieve from her zombie slaves.

Getting the Ball Rolling

The “Witch House” has been magically sealed and undisturbed for two decades. On a quiet Thursday evening Steve Humphries and Renee Hammond unwittingly break the protective wards and sneak into the abandoned house. In an attempt to get away from the watchful eyes of Renee’s mother, Steve persuades Renee to break into the house with him so they can privately sate their teenage lust. In breaking open the front door of the “Witch House” they break the wards, awakening the evil within.

Within minutes animate corpses swarm the two teens. While their ultimate fate is left to the Gamemaster, these reckless teenagers manage to release Sara Whitaker and her nightmarish creations from the “Witch House.” Sara’s Accused Zombies escape the house to wreak havoc and spread their curse throughout Kings.

There are a number of ways to draw the characters into this scenario, depending on where the Gamemaster wants to begin the story and the style of the campaign.

Just Passing Through

One common, if slightly overused approach, would be to have the characters simply passing through the town as events unfold. Maybe they’re on a road trip and decide to stop at the roadhouse for a meal or drink. Perhaps their car breaks down, stranding them in the rural community while they await roadside assistance. Either way, the characters in this scenario are wanderers who just happen onto a horrifying ordeal.

Over the River and Through the Woods

The characters could be visiting a friend or family member in Kings when Sara is released. While a small town overrun with magical zombies is frightening, that fright becomes much more personal if someone that the characters care about is trapped in the town itself. Maybe one of the

characters is related to the Hammonds. This can add a level of personal investment to the adventure, as the characters try to save one of the reckless teens responsible for releasing this terrible evil. For added effect, introduce the Hammonds a few sessions before running *Waking the Dead*. Let the characters build a rapport with them, building pleasant, if mundane, relationships. This way the players will feel a greater sense of urgency when the NPC's they have come to know and love are dragged kicking and screaming into the darkness.

Exorcism 911

Another approach might be to have the characters receive a panicked phone call from a friend or relative inside Kings, begging for rescue. Before the stranded ally can explain what's going on, the phone line is cut, terminating the conversation and leaving the characters to wonder what has happened. Unsure of what lies ahead, the characters head for Kings to rescue their loved one. This approach can also benefit greatly from a previous relationship with the Hammonds.

To Serve and Protect

It is possible that the characters are involved with a larger organization such as the Guardians of the Innocent or Department 7. In this scenario, the character's organization has received word of the situation in Kings and has deployed the characters to investigate. Of course, by the time the "authorities" find out what is happening, things in Kings have gotten pretty bad. This is survival horror at its finest, as surely by the time the characters arrive, most of the city has been overrun by the undead. The objective of this type of adventure becomes quarantining and eliminating the undead, seeing Sara brought to justice, and saving what few survivors might still remain hidden in the town.

Forbidden Lore

Perhaps the characters are less altruistic. Maybe all the characters care about is getting their hands on Sara's Book of Shadows and learning the *Curse Corpse* spell. Whether the characters are servants to infernal forces, power hungry Magi, or simply magic aficionados with weak moral fiber; this approach changes the objectives to simple survival and acquisition of Sara's potent spell. Of course, the old witch is not likely to let go of her treasured knowledge easily...

Characters of Note

Typical Kings Resident (Medium Human, 1 st level Bystander)					
CR	1/4	DEF	9 (-1 DEX)	BAB	+0
STR	9	Touch	9	Grapple	+0
DEX	9	Flat Footed	10	Reach	5'
CON	9	HD	1d6-1	FS	5' by 5'
INT	9	HP	5	Saves	
WIS	9	MAS	9	FORT	+1
CHA	9	INIT	-1	REF	-1
CP	3	SPD	30'	WILL	+0
Attack	Melee-1, Ranged -1				

Alignment: Neutral Good

Equipment: Wallet, possibly a weapon of opportunity.

Feats: *Simple Weapons Proficiency*

Occupation: Any

Skills: Any 5 at +1, any 3 at +2

Wealth: 5

Debbie Hammond

Three weeks ago, Debbie Hammond moved to Kings with her fourteen-year-old daughter, Renee. Debbie is a single mother, having left Renee's father when Renee was seven. She supports herself and Renee by working in nearby Rochelle as an administrative assistant at Rochelle High School. This allows Debbie to be home when her daughter is home, and pays the bills. Though the Hammonds are hardly wealthy, they live comfortably. Between Debbie's salary, and the child support paid by Renee's father, the Hammonds maintain a middle class lifestyle. Debbie does not approve of her daughter's new boyfriend. She is trying to communicate her disapproval to Renee without directly forbidding the relationship. She knows that if she tries to force her daughter to do anything, she will simply push her away.



Debbie Hammond (Medium Human, 2 nd level Bystander)					
CR	2	DEF	11	BAB	+1
			(+1 DEX)		
STR	11	<i>Touch</i>	11	<i>Grapple</i>	+1
DEX	13	<i>Flat Footed</i>	10	Reach	5'
CON	15	HD	2d6+4	FS	5' by 5'
INT	11	HP	13	Saves	
WIS	17	MAS	15	FORT	+2
CHA	13	INIT	+1	REF	+1
CP	3	SPD	30'	WILL	+5
Attack	Melee +1, Ranged +2				

Alignment: Neutral Good

Class/ Racial Abilities: Versatility 1

Equipment: Cell phone, professional clothing, purse

Feats: *Attentive, Educated*

Occupation: White Collar

Skills: Bluff +3, Computer Use +2, Craft (Writing) +2, Diplomacy +3, Gather Information +3, Intimidate +2, Knowledge (Art) +4, Knowledge (History) +3, Knowledge (Pop Culture) +1, Knowledge (Streetwise) +1, Listen +7, Profession +5, Sense Motive +5, Spot +7

Wealth: 9

Renee Hammond

Renee is an average teenage girl. She has a bit of resentment toward her parents regarding their divorce, and hates the fact that her mother bought a home in Kings as opposed to getting an apartment in Rochelle. Renee constantly complains about living in a rural community where nothing “interesting” ever happens. Within a week of starting at her new high school, Renee found a boy that she adores. Steve Humphries is everything Renee could ask for in a boyfriend. He is attractive, likes the same music and TV shows that she likes, and showers her with romantic, puppy love inspired gifts and



compliments. What Renee fails to realize, is that Steve’s advances are fueled more by raging hormones than emotional attachment. His attentions are directed toward weaseling his way into Renee’s pants, as he has several other girls at Rochelle High School. Being new at the school, Renee has not heard much of Steve’s reputation, and would be very disinclined to believe it considering the way he treats her.

Renee Hammond (Medium Human, 1 st level Bystander)					
CR	1	DEF	13	BAB	+0
			(+3 DEX)		
STR	15	<i>Touch</i>	10	<i>Grapple</i>	+2
DEX	17	<i>Flat Footed</i>	10	Reach	5'
CON	16	HD	1d6+3	FS	5' by 5'
INT	16	HP	9	Saves	
WIS	13	MAS	16	FORT	+3
CHA	18	INIT	+3	REF	+3
CP	5	SPD	30'	WILL	+3
Attack	Melee +2, Ranged +3				

Alignment: Neutral Good

Equipment: Cell phone, trendy clothing, purse

Feats: *Attentive, Creative*

Occupation: None

Skills: Bluff +8, Computer Use +6, Craft (Visual Art) +8, Craft (Writing) +8, Gather Information +6, Knowledge (Art) +4, Knowledge (Pop Culture) +6, Knowledge (Streetwise) +6, Listen +7, Spot +7

Wealth: 0

Steve Humphries

Steve thinks of himself as a player. He finds girls who need attention, whether due to a lack of self-esteem, a lack of friends, or simply being new in town, and he preys on them. Steve is very good at what he does, and knows exactly what to say to young, vulnerable women to talk his way into their pants. Several of Steve’s former conquests have never spoken up or retaliated against him because of their own vulnerability and weakness.

It was Steve’s idea to break into the “Witch House” in order to get away fro the watchful eyes of Renee’s mother. He figured an abandoned house would be a good place to get down with Renee without being disturbed. Now, Steve’s relentless pursuit of a piece of ass is likely going to cost him his life.

Steve Humphries (Medium Human, 1 st level Casanova)					
CR	1	DEF	12	BAB	+0
			(+2 DEX)		
STR	10	<i>Touch</i>	10	<i>Grapple</i>	+0
DEX	14	<i>Flat Footed</i>	10	Reach	5'
CON	16	HD	1d6+2	FS	5' by 5'
INT	15	HP	8	Saves	
WIS	16	MAS	16	FORT	+2
CHA	17	INIT	+2	REF	+1
CP	5	SPD	30'	WILL	+5
Attack	Melee +0, Ranged +2				

Alignment: Lawful Evil

Class/ Racial Abilities: Charm

Equipment: Cell phone, trendy clothing, condoms

Feats: *Deceptive, Simple Weapon Proficiency, Skilled* x2

Occupation: Student

Skills: Bluff +9, Computer Use +4, Diplomacy +7, Disguise +7, Drive +3, Gather Information +7, Knowledge (Pop Culture) +7, Knowledge (Streetwise) +7, Listen +7, Sense Motive +7, Spot +7

Wealth: 1

Sara Whitaker

Sara gained great power during her brief studies with the Council of Tears. Sadly, this power cost her sanity. Her madness caused her sisters to lock her away behind powerful wards. For the past two decades, Sara has been stuck in the company of her undead servants, cut off from the outside world. This isolation has done nothing to improve her mental state, and Sara now thinks of herself as an avatar of the undead. Seeking to spread the putrescent corruption of her servants, Sara sees the destruction of the wards as a sign that her time to reign the earth as Queen of the Undead has finally arrived.

Sara Whitaker (Medium Human, 7 th level Pagan)					
CR	7	DEF	15	BAB	+3
			(+1 DEX, +4 class)		
STR	10	<i>Touch</i>	15	<i>Grapple</i>	+3
DEX	13	<i>Flat</i>	10	Reach	5'
		<i>Footed</i>			
CON	13	HD	7d8+7	FS	5' by 5'
INT	12	HP	47	Saves	
WIS	15	MAS	16	FORT	+6
CHA	19	INIT	+4	REF	+5
CP	10	SPD	30'	WILL	+6
Attack	+3 melee, +4 ranged				

Alignment: Chaotic Evil

Class/ Racial Abilities: Brew Potion, Combat Casting, Discern Lie, Rebuke Undead

Equipment: Potions (2 of each of the following: Bear's Endurance, Cat's Grace, Cure Serious Wounds, Owl's Wisdom, Blood Trail (All potions are caster level 6th. Cost: \$270 and 18 XP each),

Feats: *Attribute Training: Dexterity (x2), Dodge, Educated, Empower Turning, Fortune, Improved Damage Threshold, Improved Initiative, Magical Affinity, Simple Weapons Proficiency*

Skills: Concentration +6, Craft (Chemical)+6, Craft (Pharmaceutical)+5, Craft (Visual Art) +5, Gather Information +9, Knowledge (Arcana) +7, Knowledge (Streetwise) +7, Knowledge (Theology and Philosophy) +5, Profession +6, Research +5, Sense Motive +6, Spellcraft +7, Spot +6, Treat Injury +6

Occupation: Hedge Wizard

Spells: 0-Level: Create Water, Cure Minor Wounds, Detect Magic, Purify Food And Drink, Resistance, Strangled Steel, Virtue; 1st Level: Blood Trail, Cure Light Wounds, Chameleon Skin, Detect Spirits, Elemental



Weapon; 2nd Level: Cat's Grace, Bear's Endurance, Owl's Wisdom; 3rd Level: Create Food/Water, Cure Serious Wounds; 4th Level: Curse Corpse (*May Cast 9 0-Level Spells, 7 1st Level Spells, 5 2nd Level Spells, 4 3rd Level Spells, And 2 4th Level Spells Per Day.*)

Wealth: 0

Accursed Zombie

Accursed Zombies are undead created through the spell *curse corpse*. Shambling corpses who exist to follow orders and procreate, Accursed Zombies attack their victims, clawing, biting, and beating them to death. Once a victim is dead, the Accursed Zombie spends one minute carving the Sigil of the Cursed Corpse on the victim, creating another Accursed Zombie. During this time the Accursed Zombie can take no action other than carving the sigil, and is considered helpless against attacks. Because of their magical nature, Accursed Zombies are nearly invulnerable to harm. Accursed

Zombies do not speak, only following orders when mystically compelled to do so.

Template Traits

Accursed Zombie is a template that can be added to any humanoid or monstrous humanoid creature other than an Undead (referred to hereafter as the base creature.) It uses all the base creature's statistics and special abilities except as noted here.

Ability Scores: An Accursed Zombie's ability scores change as follows: STR +4, DEX +2; it has no Constitution or Intelligence score, its Wisdom changes to 10, and its CHA decreases to 1.

Alignment: The creature's alignment becomes Chaotic

Neutral.

Attacks: Accursed Zombies retain all the natural attacks of the base creature. An Accursed Zombie also gains a slam attack, a bite attack, and a claw attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals 1d6 damage (but use the base creature's slam damage if greater). For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

An Accursed Zombie's bite does 1d8 damage (but use the base creature's bite damage if greater).

An Accursed Zombie's claw attack does 1d6 damage (but use the base creature's claw damage if greater).

Challenge Rating: An Accursed Zombie's Challenge Rating is 1/2

Contagion Points: An Accursed Zombie does not acquire or amass Contagion Points. It loses any Contagion Points possessed at the time of transformation.

Defense: Accursed Zombies gain a +4 armor bonus to Defense.

Feats: Accursed Zombies lose all previous feats and gain *Savage Rending*.

Hit Dice: Drop any Hit Dice gained from experience, quadruple the number of Hit Dice left, and raise them to d12

Saves: An Accursed Zombie uses standard saving throws for an undead creature.

Skills: Accursed Zombies lose all skills.

Speed: 20'

Special Qualities: An Accursed Zombie loses all of the base creature's supernatural and spell-like qualities except for immunity or resistance to specific energy types.

An Accursed Zombie may retain any or all of the base creature's extraordinary abilities, at the GM's discretion. In addition to gaining the undead type, an Accursed Zombie has the following special qualities:

Cursed Conception (Sp)

Accursed Zombies can cast a limited form of *curse corpse* (see below) on their victims. Any corpse killed or discovered by an Accursed Zombie triggers the creature's need to procreate. The Accursed Zombie will kneel next to the corpse and begin drawing the Sigil of the Cursed Corpse on the body (though no Craft check is required. All Accursed Zombies can create this sigil flawlessly).

Once the sigil is complete, the victim rises as an Accursed Zombie on the creator's following action. A humanoid that becomes an Accursed Zombie in this way retains none of the abilities it possessed in life. It behaves like an Accursed Zombie in all respects.

Type: The creature's type changes to Undead.



Weaknesses: Accursed Zombies suffer from the following weaknesses:

Magical Creature (Su)

Accursed Zombies are creatures animated through the Sigil of the Cursed Corpse. Because of their magical nature, Accursed Zombies are incredibly resilient to damage and nearly impervious to any sort of lasting harm. An accursed Zombie takes HP damage normally, though like all undead, they are immune to subdual damage. On the Accursed Zombie's following initiative round, it heals all HP damage dealt in the previous round, so long as the Sigil of the Cursed Corpse remains unmolested on its body. To destroy the sigil by defacing it, an attacker must target the sigil itself. To attack the sigil directly, the attacker must make a successful decapitation attack and deal no less than 10 HP of acid, fire, slashing, or piercing damage. A critical hit will also destroy the sigil, if the base damage of the hit exceeds 10 HP and the damage is of a type mentioned above. Any attack that deals 60 or more Hit Points in a single turn destroys the body utterly, circumventing the need to target the sigil.

Because the sigil animates the Accursed Zombie through magic, it can be easily dispatched through magical means. *Dispel magic* and *remove curse* can disrupt the magics of the Sigil of the Cursed Corpse. Furthermore, if an Accursed Zombie enters an Antimagic Circle or touches an Antimagic Glyph, the Accursed Zombie gains one negative level per turn of contact. These negative levels are automatically permanent, and an Accursed Zombie reduced to 0 HD through exposure to Antimagic is destroyed. Such a zombie cannot be reanimated under any circumstances.

Accursed Zombie (Medium Undead)					
CR	1/2	DEF	14 (+4 natural)	BAB	+1
STR	14	Touch	10	Grapple	+3
DEX	11	Flat Footed	14	Reach	5'
CON	—	HD	4d12	FS	5' by 5'
INT	—	HP	24	Saves	
WIS	10	MAS	—	FORT	+1
CHA	1	INIT	+0	REF	+1
CP	—	SPD	20'	WILL	+4
Attack	+3 melee slam (1d6+2) +3 melee bite (1d8+2), +3 melee claw (1d6+2)				
Full Attack	+4 melee slam (1d6+2) or -1 melee claw (1d6+2), -1 melee claw (1d6+2), and -3 melee bite (1d8+2)				

An Accursed Zombie can be created only from a mostly intact corpse. The corpse must be that of a once living creature with a true anatomy.

Required Material Component: In order to cast this spell on a corpse, the caster must carve the Sigil of the Cursed Corpse into the flesh of the Accursed Zombie with a sharp implement. This requires a Craft (Visual Art) check at DC 15. If this Craft check fails, the corpse cannot be reanimated, and the caster must recast the spell to affect that particular corpse. While Magi may fast-cast this spell, the sigil takes at least 1 minute to carve properly.

New Spell

Due to her studies with the Council of Tears, Sara Whitaker was able to learn an unusual spell that allowed her to create Accursed Zombies. *Curse corpse* is a variant of *animate dead*, which allows the caster to create self-propelled zombies with a drive to procreate. This spell is extremely dubious in nature and frowned upon by most magical societies outside of the Council of Tears and the Ascendant Impetus.

If characters search Sara's basement, they may find her notes on casting this spell (Search check, DC 20). This will allow the characters to learn this horrible spell should they choose.

Curse Corpse

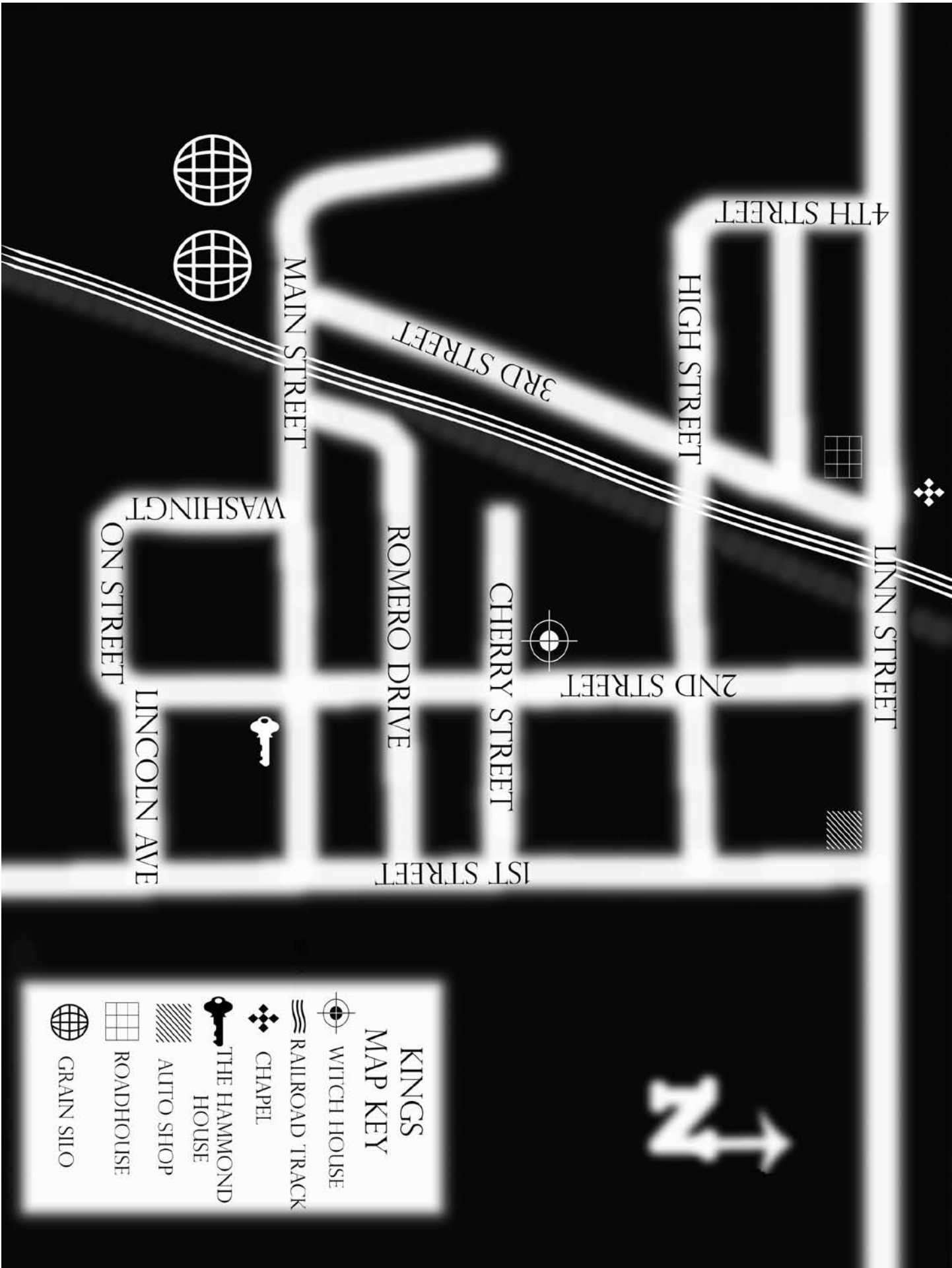
Necromancy (Evil)

Curse Corpse			
Level	Arcane 4, Infernalist 4, Pagan 4	Range	Touch
Components	V, S, M	Target	One or more corpses touched
Casting Time	10 Min./ Corpse	Duration	Instant
Saving Throw	None	SR	No








This spell turns the corpses of dead creatures into Accursed Zombies that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed Accursed Zombie can't be animated again.)

A spellcaster can't create more Accursed Zombies than his caster level with a single casting of *curse corpse*.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, you can control two Accursed Zombies per caster level at one time. If you exceed this number, all the newly created Accursed Zombies fall under your control, and any excess Accursed Zombies from previous castings become uncontrolled, though you may reassert control through other means (such as Command Undead or Rebuke Undead).



KINGS
MAP KEY

-  WITCH HOUSE
-  RAILROAD TRACK
-  CHAPEL
-  THE HAMMOND HOUSE
-  AUTO SHOP
-  ROADHOUSE
-  GRAIN SILO

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